

WHAT TO BRING TO CAMP

_____ Signed Finger Lakes Council Class 3 Medical Form ⁵	_____ Scout Field uniform (Class A)
_____ Comfortable, sturdy hiking shoes ¹	_____ Scout t shirts (Activity Uniform)
_____ Rainy day footwear ¹	_____ Poncho or rain coat
_____ Swim trunks and towel	_____ Scout knife
_____ Compass	_____ Matches in waterproof case
_____ Bandana and/or handkerchief	_____ Old sneakers for use at lake ^{1 2}
_____ Sleeping bag or blankets	_____ Sheet
_____ Flashlight & extra batteries	_____ Water bottle or canteen
_____ Pen/pencil, notebook in zip-lock bag	_____ Bible or prayer book
_____ Scout Handbook in zip-lock bag	_____ Socks (6 pair or more)
_____ Underwear (6 or more pair)	_____ Jacket
_____ Shorts	_____ Pajamas or sweat suit
_____ Jeans or other sturdy long pants (not sweats) ^{3 4}	_____ Toiletries kit
_____ Watch	_____ Camera & film (if desired)
_____ Fishing gear (if desired)	_____ Merit badge & other required books
_____ Long sleeve button shirt ⁴	_____ Skit props & song books
_____ 1/4 " hemp or sisal rope 8' long	
_____ Insect repellent liquid or cream (No aerosol)	

- 1 – You must wear appropriate footwear for the activity you are participating in.
- 2 – Lake shoes or “Aquasock” shoes are required at the lake.
- 3 – Required for COPE and orienteering.
- 4 – Required for swimming merit badge & first class program.
- 5 – Must be signed by physician within 12 months for high COPE participation.

DO NOT BRING TO CAMP

Firearms of any kind	Slingshots
Sheath-type hunting knives	Switchblade knives
Liquid fuel lanterns or stoves	Archery equipment
Large “boom box” radios	Fireworks
Military clothing	Water guns
Items of significant monetary or sentimental value	ANY aerosol sprays
Cell phones	

POSSIBLE ADDITIONAL EXPENDITURES (Prices are approximate and subject to change)

- Merit badge books (check your unit’s library) \$3.50.
- Basket and leather kits (for basketry and leatherwork merit badges) \$3.00 to \$7.00.
- Shotgun shells for shotgun merit badge \$5.00 (afternoon program \$0.50 per round of 5 shots).
- Motorboating Merit Badge \$5.00 for fuel and maintenance.
- Black Powder Shooting, a nominal fee to be determined.
- Trading post for scout clothing, equipment and sundry items.
- Order of the Arrow trading post (Wednesday after dinner).